Quality Control System

Bugs assigned to Tony Stoddart

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1005	LEGO Rock Raiders PC	PC	The message info bar needs to have a 'recall' feature in case the player misses the text messages.

Bug Details:

Class:	S	**Date Found:**	30-Apr-1999
Category:	GAME	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution &	1024 x 768 x 16 bit	**Printer**	

Colour Depth:	colours		
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	**Project:**	**Platforms:**	**Description:**
1006	LEGO Rock Raiders PC	PC	Speech does not always work in both tutorials and the missions. This includes both descriptions and also when a mini-fig is selected.

Bug Details:

Class:	B	**Date Found:**	30-Apr-1999
Category:	SFX	**Version Found:**	V.0.101
Repro Rate:	3/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	

CD Type	Asus CD-S400	Other

Bug Report:

Bug Number: 1007	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Mini-figs walk throug barriers/scenery rather than stepping onto and around them.

Bug Details:

Class:	C	Date Found:	30-Apr-1999
Category:	GFX	Version Found:	V.0.101
Repro Rate:	5/5	Version Checked:	V.0.102
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1008	LEGO Rock Raiders PC	PC	Dynamite should have sound associated to it such as hissing when the fuse has been lit.

Bug Details:

Class:	C	Date Found:	30-Apr-1999
Category:	SFX	Version Found:	V.0.101
Repro Rate:	5/5	Version Checked:	V.0.102
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug	Project:	Platforms:	Description:

Number: 1009	LEGO Rock Raiders PC	PC	When the 'Chrome Crusher' is used in the dig tutorial, the front-end of the vehicle clips the scenery and half of the vehicle dissappears. Is there any way of of resolving this while still allowing the vehicle to get close enough to drill?

Bug Details:

Class:	C	**Date Found:**	30-Apr-1999
Category:	GFX	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1010	**Project:** LEGO Rock	**Platforms:** PC	**Description:** After the tutorial is completed, the player should be allowed to experiment with what

Raiders
PC

they have done/built. It can be quite annoying to have used the vehicles ect. once and then not be able to drill around the available map area. An option could be put onto the menu to allow the player to quit the current level when they choose and access the next training/tutorial ect.

Bug Details:

Class:	B	**Date Found:**	30-Apr-1999
Category:	GAME	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project:	Platforms:	Description:
	LEGO	PC	Could there be more information given when

| 1011 | Rock Raiders PC | | drilling ect. to tell the player exactly what the task at hand is and why they are doing it. This would give a slightly more interesting slant on the task rather than just walking up to a rockface and waiting for it to crumble. |

Bug Details:

Class:	S	**Date Found:**	30-Apr-1999
Category:	MENU	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1012	Project: LEGO Rock Raiders PC	Platforms: PC	Description: When driver/pilots are in vehicles, clipping occurs and they are visible from the outside.

Bug Details:

Class:	C	**Date Found:**	30-Apr-1999
Category:	GFX	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1013	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** When crystals and ore is put into the toolstore, the counter for each does not increase. This does not allow the player to plan ahead when building.

Bug Details:

Class:	B	**Date Found:**	30-Apr-1999
Category:	GAME	**Version Found:**	V.0.101

Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

| Bug Number: 1014 | Project: LEGO Rock Raiders PC | Platforms: PC | Description: Is it possible to include a 'macro' system such as the one used in 'Total Annihilation'?

This would allow the player to build/defend and drill with a character whilst allowing them to concerntrate on other matters. |
|---|---|---|---|

Bug Details:

Class:	Q	**Date Found:**	30-Apr-1999
Category:	GAME	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102

Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1015	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** in Move Tutorial #2, 'on' is spelt 'ion'.

Bug Details:

Class:	C	**Date Found:**	30-Apr-1999
Category:	MENU	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI

CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1016	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** When the tutorials are finished, the game quits to the desktop. The player should be allowed to re-run the tutorials if they wish or go on to the later levels ect.

Bug Details:

Class:	B	**Date Found:**	30-Apr-1999
Category:	GAME	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB

CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 64 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1017	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Rather than having the ore/crystal counts when building a structure ect. a graphical indicator such as a clock or bar (such as the one used for the dynamite) could be used.

Bug Details:

Class:	C	**Date Found:**	30-Apr-1999
Category:	MENU	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM	**DX Version**	6.1

PC100 / 64 Mb

		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1018	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** When transporting Mini-figs to the surface, my machine slows to a crawl and sometimes completely stop for about a minute. Is this due to the game not being optimized or is it a problem that you are aware of on all machines? (or is it just mine?)

Bug Details:

Class:	C	**Date Found:**	30-Apr-1999
Category:	GAME	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo

Banshee) 16MB AGP

Ram Type / Qty:	SDRAM PC100 / 64 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1151	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Mining Tower - When you angle the laser to shoot the walls the laser stays in the same place while a new one swivels on top of it

Bug Details:

Class:	C	**Date Found:**	10-May-1999
Category:	Graphics	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	

				Other Cards	
Hard Drive Type(s):				**Peripherals**	
Drive Controller:		Intel82371ab/eb pci		**Modem**	
Desktop Resolution & Colour Depth:		1024 x 768 x 16 bit colours		**Printer**	
CD Speed:		32 X		**DVD Player**	
CD Type				Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1152	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Pick up icon - When you send a rockraider to pick up an object he doesn't, he goes to the item and just stands beside it.

Bug Details:

Class:	B	**Date Found:**	10-May-1999
Category:	AI	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	

| CD Speed: | 32 X | **DVD Player** | |
| **CD Type** | | Other | |

Bug Report:

| **Bug Number:** 1153 | **Project:** LEGO Rock Raiders PC | **Platforms:** PC | **Description:** Rock Monster - When he breaks down into two little monsters it is always in the rock texture. eg.Shouldn't the ice monster break down into to ice monsters? |

Bug Details:

Class:	C	**Date Found:**	10-May-1999
Category:	Graphics	**Version Found:**	V.0.101
Repro Rate:	5/5	**Version Checked:**	V.0.102
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1154	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Rock Monster(Grabbing raider animation) - He grabbed a rockraider threw him around, then was shot into two little monsters, but the raider carried on being thrown around in mid air

Bug Details:

Class:	C	**Date Found:**	10-May-1999
Category:	AI	**Version Found:**	V.0.101
Repro Rate:	1/5	**Version Checked:**	V.0.102
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1155	Project: LEGO Rock Raiders PC	Platforms: PC	Description: I had 13 crystals in reserve and I needed 3 to complete the construction of a teleport pad but none were being put there.

Bug Details:

Class:	B	Date Found:	10-May-1999
Category:	AI	Version Found:	V.0.101
Repro Rate:	1/5	Version Checked:	V.0.102
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1178	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Tutorials - Once you have completed a tutorial could it be ticked on the menu

screen to show it has been completed.

Bug Details:

Class:	S	**Date Found:**	11-May-1999
Category:	Menu	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	**Project:**	**Platforms:**	**Description:**
1179	LEGO Rock Raiders PC	PC	Tutorials - After a tutorial is completed could we have a options screen that asks the user to either go on to the next tutorial or return to the main menu.

Bug Details:

Class:	S	**Date Found:**	11-May-1999
Category:	Menu	**Version Found:**	V.0.102

Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1180	LEGO Rock Raiders PC	PC	At the moment after you have completed a tutorial it goes to the 'Start game' menu instead of the tutorials menu.

Bug Details:

Class:	C	**Date Found:**	11-May-1999
Category:	Menus	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1181	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Tutorial 3 (Digging Advanced) - Granite grinder section, it says dig on hard rock but the actual wall is loose rock.

Bug Details:

Class:	C	Date Found:	11-May-1999
Category:	Icons	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200

AGP

Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1182	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Tutorial 3 (Digging Advanced) - Chrome Crusher section, says dig on hard rock but the actual wall is medium rock.

Bug Details:

Class:	C	**Date Found:**	11-May-1999
Category:	Icons	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	

Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1183	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Intermediate moving tutorial - Rock raider didn't get into helicopter and go any where.

Bug Details:

Class:	B	**Date Found:**	11-May-1999
Category:	AI	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1184	Project: LEGO Rock Raiders PC	Platforms: PC	Description: When you pause a mission could it have a option in it to view the mission objectives. When you are carring out a mission you forget what you have to do.

Bug Details:

Class:	S	Date Found:	11-May-1999
Category:	Menu	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1217	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Run The Gauntlet - Large amounts of clipping and black polygons when moving the camera around (3rd person view)

Bug Details:

Class:	C	Date Found:	12-May-1999
Category:	GFX	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project: LEGO	Platforms: PC	Description: Mind Those Monsters/Defend the Base - AI

1218	Rock Raiders PC		does not allow for auto-attacking monsters . Mimi-Figs just stand there and do nothing, even if they are armed with Laser Guns.

Bug Details:

Class:	B	Date Found:	12-May-1999
Category:	AI	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1219	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Something in the Air - There is no Mission description for this level.

Bug Details:

Class:	B	Date Found:	12-May-1999

Category:	MENU	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1220	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Mini-Figs/Monsters/Vehicles still move through each other without any collision detection.

Bug Details:

Class:	C	Date Found:	12-May-1999
Category:	GFX	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1221	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Chrome Crusher still clips with the walls.

Bug Details:

Class:	C	**Date Found:**	12-May-1999
Category:	GFX	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1222	LEGO Rock Raiders PC	PC	At random points in the Missions, if you have a large amount of Mini-Figs on screen, the game will crash out to the desktop, thus ending the game.

Bug Details:

Class:	A	**Date Found:**	12-May-1999
Category:	GAME	**Version Found:**	V.0.102
Repro Rate:	3/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM	**DX Version**	6.1

PC100 / 128 Mb

		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1238	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** At random intervals, the game refused to allow a POWER STATION to be built even though all of the components were there to do so.

Bug Details:

Class:	B	**Date Found:**	12-May-1999
Category:	GAME	**Version Found:**	V.0.102
Repro Rate:	2/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100

Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1240	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** When you quit, the game asks ARE YOU SURE, this should have a ? after it as it's a question.

Bug Details:

Class:	C	**Date Found:**	12-May-1999
Category:	MENU	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	

CD Type	Asus CD-S400	Other

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1242	Project: LEGO Rock Raiders PC	Platforms: PC	Description: The game slows down greatly when you have over 10 mini-figs on-screen. The mouse becomes erratic and the gameplay suffers.

Bug Details:

Class:	B	Date Found:	12-May-1999
Category:	GAME	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Number:	Project:	Platforms:	Description:
1249	LEGO Rock Raiders PC	PC	How many levels (both tutorial and mission) will there be in the finished title?

Bug Details:

Class:	Q	Date Found:	12-May-1999
Category:	GAME	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug	Project:	Platforms:	Description:

Number: 1250	LEGO Rock Raiders PC	PC	Will it be possible to have the music change depending on what action is taking place by using DIRECT MUSIC or CD AUDIO. A good example of this is Total Annihilation, when your base is under attack or you enter a battle, the music tempo picks up by switching to another music track on the CD. This adds to the overall feel of the game and gets the player more involved in the urgency of the situation.

Bug Details:

Class:	S	**Date Found:**	12-May-1999
Category:	SFX	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: [1284](#)	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Quietly does it - The spoken descpription at the beggining is different to the written one. You complete the level by going with the writen one.

Bug Details:

Class:	C	Date Found:	13-May-1999
Category:	Descriptions	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	[Tony Stoddart](#)
Comments:			

Bug Report:

Bug Number:	Project: LEGO Rock	Platforms: PC	Description: Rock Monsters - When they are shot with

1285	Raiders PC	the freezer gun the animation when the jump up in the air is very slow.

Bug Details:

Class:	C	**Date Found:**	13-May-1999
Category:	Graphics	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1286	LEGO Rock Raiders PC	PC	If you order the construction of an electric fence and the rock raider gets attacked whilst carrying it over to the desired areas he just stops and puts it down where he is and forgets about it. There is no way to erase this.

Bug Details:

Class:	B	**Date Found:**	13-May-1999
Category:	AI	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1287	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** If there are to raiders drilling next to each other and one breaks through his wall the drilling sound for the other one stops.

Bug Details:

Class:	C	**Date Found:**	13-May-1999
Category:	Sound effects	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..

QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1288	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Mind those Monsters - There are too many monsters, it slows my pc down to an almost halt.

Bug Details:

Class:	B	**Date Found:**	13-May-1999
Category:	Characters	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	

CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1289	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Electric Fences - When a rockraider puts down a pylon they put it down and then it jumps into place.

Bug Details:

Class:	C	**Date Found:**	13-May-1999
Category:	Placement	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	

Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1290	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Defend the Base - Says nothing in the descriptions about decreasing oxygen levels.

Bug Details:

Class:	C	Date Found:	13-May-1999
Category:	Descriptions	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	

CD Type			Other	

Bug Report:

Bug Number: 1291	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Run the Gauntlet - I dug out every bit of drillable rock apart from 4 pieces. I tried digging these with the Granite Grinder and I left it drilling for twenty minutes and it wouldn't go through.

Bug Details:

Class:	B	**Date Found:**	13-May-1999
Category:	AI	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		**Other**	

Comments:

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1292	LEGO Rock Raiders PC	PC	Find the Base - Their is no mission description at the begining of the level.

Bug Details:

Class:	C	Date Found:	13-May-1999
Category:	Description	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1293	LEGO Rock Raiders PC	PC	You can not delete a building before it has been constructed. It would be nice if you

could remove a misplaced building before it has been built.

Bug Details:

Class:	S	Date Found:	13-May-1999
Category:	GUI	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1294	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Defend and Retreive - There is no mission description at the start of the mission.

Bug Details:

Class:	B	Date Found:	13-May-1999
Category:	Desription	Version Found:	V.0.102

Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	32 X	**DVD Player**	
CD Type		**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1295	LEGO Rock Raiders PC	PC	Hunt the Crystals - There is no mission description at the start of the level.

Bug Details:

Class:	B	**Date Found:**	13-May-1999
Category:	Descriptions	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp

CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	
		Other Cards	
Hard Drive Type(s):		Peripherals	
Drive Controller:	Intel82371ab/eb pci	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	32 X	DVD Player	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1296	Project: LEGO Rock Raiders PC	Platforms: PC	Description: Is there going to be a limit to the amount of raiders that you can transport down.

Bug Details:

Class:	Q	Date Found:	13-May-1999
Category:	Characters	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Gary Simmons	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows98	Sound Card:	Crystalpnp
CPU Type:	Pentium2	Network Card:	
CPU Speed:	400 MHz	Graphics Card(s):	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	DX Version	

			Other Cards	
Hard Drive Type(s):			**Peripherals**	
Drive Controller:	Intel82371ab/eb pci		**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours		**Printer**	
CD Speed:	32 X		**DVD Player**	
CD Type			Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1297	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** Something in the Air - There is no mission descrption at the begining of the level.

Bug Details:

Class:	B	**Date Found:**	13-May-1999
Category:	Descriptions	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Gary Simmons	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows98	**Sound Card:**	Crystalpnp
CPU Type:	Pentium2	**Network Card:**	
CPU Speed:	400 MHz	**Graphics Card(s):**	Matrox Millennium G200 AGP
Ram Type / Qty:	/ 128 Mb	**DX Version**	
		Other Cards	
Hard Drive Type(s):		**Peripherals**	
Drive Controller:	Intel82371ab/eb pci	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	

CD Speed:	32 X	**DVD Player**	
CD Type		Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1298	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** MOVING (INTERMEDIATE) - After teleporting a Mini-Fig to the surface and training him, selecting the Small Helicopter locks up the game and you cannot advance any further.

Bug Details:

Class:	B	**Date Found:**	13-May-1999
Category:	GAME	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	

CD Type	Asus CD-S400	Other

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1299	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** when you begin any Tutorial/Mission, just prior to the screen being displayed, a stuttering sound is heard. This should not happen, the player should only see and hear what is on-screen.

Bug Details:

Class:	C	**Date Found:**	13-May-1999
Category:	SFX	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart

Comments:

Bug Number:	**Project:**	**Platforms:**	**Description:**
1300	LEGO Rock Raiders PC	PC	When quitting from a Tutorial/Mission, the game sometimes reverts back to the desktop.

Bug Details:

Class:	A	**Date Found:**	13-May-1999
Category:	GAME	**Version Found:**	V.0.102
Repro Rate:	3/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart

Comments:

Bug Report:

Bug Number: 1301	Project: LEGO Rock Raiders PC	Platforms: PC	Description: RUN THE GAUNTLET - Are there going to be more monsters added to this mission, I played for over 1/2 hour and I only saw 4! There should be at least 1 on the move at all times to keep the player on his/her toes.

Bug Details:

Class:	Q	Date Found:	13-May-1999
Category:	GAME	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project: LEGO	Platforms: PC	Description: BUILDING (Intermediate) - the Mission

| 1321 | Rock Raiders PC | description states that you need to teleport 4 Rock Raiders to the surface, but once this is done you are then told that you have 5 on the surface. |

Bug Details:

Class:	B	**Date Found:**	14-May-1999
Category:	Game	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

| Bug Number: 1348 | Project: LEGO Rock Raiders PC | Platforms: PC | Description: DIGGING ADVANCED - 'YOU Rockraider' should read 'YOUR Rockraider' |

Bug Details:

Class:	C	**Date Found:**	17-May-1999
Category:	MENU	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1349	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** DIGGING ADVANCED - Game locks up on controls when GRANITE GRINDER is selected.

Bug Details:

Class:	A	**Date Found:**	17-May-1999
Category:	GAME	**Version Found:**	V.0.102
Repro Rate:	3/5	**Version Checked:**	V..

Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1350	LEGO Rock Raiders PC	PC	DIGGING ADVANCED - When the CHROME CRUSHER was selected and told to dig the wall, it proceeded to climb up the wall to the cave ceiling and then back down to the cave floor. Only then did it start to drill the selected wall.

Bug Details:

Class:	B	**Date Found:**	17-May-1999
Category:	GAME	**Version Found:**	V.0.102
Repro Rate:	1/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1351	Project: LEGO Rock Raiders PC	Platforms: PC	Description: BUILDING BASIC - You are instructed (VERBALLY) to click on the Tool Store but the flashing icon displayed for the Teleport Pad.

Bug Details:

Class:	C	Date Found:	17-May-1999
Category:	MENU	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI

CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1352	Project: LEGO Rock Raiders PC	Platforms: PC	Description: BUILDING BASIC - You are instructed to build a path for the Barracks, when you are that you do not have enough Ore/Crystals for the task, you are told that more are needed to complete the Teleport Pad.

Bug Details:

Class:	B	Date Found:	17-May-1999
Category:	MENU	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics	ELSA Victory II (Voodoo

	Card(s):	Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	Project:	Platforms:	Description:
1355	LEGO Rock Raiders PC	PC	BUILDING INTERMEDIATE - You are asked to teleport 4 Raiders to the durface and then told you have 5 .

Bug Details:

Class:	B	**Date Found:**	17-May-1999
Category:	MENU	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	

Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1356	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** BUILDING INTERMEDIATE - The Rock-Raiders will sometimes when drilling appear halfway up a wall rather than on the ground.

Bug Details:

Class:	C	**Date Found:**	17-May-1999
Category:	GFX	**Version Found:**	V.0.102
Repro Rate:	3/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	

Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	Assigned to:	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1388	Project: LEGO Rock Raiders PC	Platforms: PC	Description: When vehicls/mini-figs are transported off-planet they should asume a neutral pose rather than keep running/drilling ect.

Bug Details:

Class:	C	Date Found:	21-May-1999
Category:	GFX	Version Found:	V.0.102
Repro Rate:	5/5	Version Checked:	V..
Found By:	Robert Marsh	Version Closed:	V..
QA Status:	Open	Date Closed:	

Machine Details:

Machine Operating System & Language:	Windows '98 British	Sound Card:	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	Network Card:	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	Graphics Card(s):	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	DX Version	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	Peripherals	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	Modem	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	Printer	
CD Speed:	40 X	DVD Player	
CD Type	Asus CD-S400	Other	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number: 1389	**Project:** LEGO Rock Raiders PC	**Platforms:** PC	**Description:** When using the Mining Tower, the lazer operator has re-draw affecting it.

Bug Details:

Class:	C	**Date Found:**	21-May-1999
Category:	GFX	**Version Found:**	V.0.102
Repro Rate:	5/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

Machine Details:

Machine Operating System & Language:	Windows '98 British	**Sound Card:**	Turtle Beach Montego PCI
CPU Type:	AMD K6-2	**Network Card:**	3COM Fast Etherlink XL10/100MB
CPU Speed:	300 MHz	**Graphics Card(s):**	ELSA Victory II (Voodoo Banshee) 16MB AGP
Ram Type / Qty:	SDRAM PC100 / 128 Mb	**DX Version**	6.1
		Other Cards	
Hard Drive Type(s):	IBM 4.3GB IDE	**Peripherals**	Iomega Internal Zip100
Drive Controller:	Intel PCI BUS MASTER IDE	**Modem**	
Desktop Resolution & Colour Depth:	1024 x 768 x 16 bit colours	**Printer**	
CD Speed:	40 X	**DVD Player**	
CD Type	Asus CD-S400	**Other**	

Developer Status &, Comments:

Developer Status:	Open	**Assigned to:**	Tony Stoddart
Comments:			

Bug Report:

Bug Number:	**Project:**	**Platforms:**	**Description:**
1390	LEGO Rock Raiders PC	PC	When teleporting all objects off-planet whilst quitting game, a rock-monster was teleported with the vehicles & units.

Bug Details:

Class:	B	**Date Found:**	21-May-1999
Category:	GAME	**Version Found:**	V.0.102
Repro Rate:	1/5	**Version Checked:**	V..
Found By:	Robert Marsh	**Version Closed:**	V..
QA Status:	Open	**Date Closed:**	

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Developer Status &, Comments:

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Comments:			

End of Report